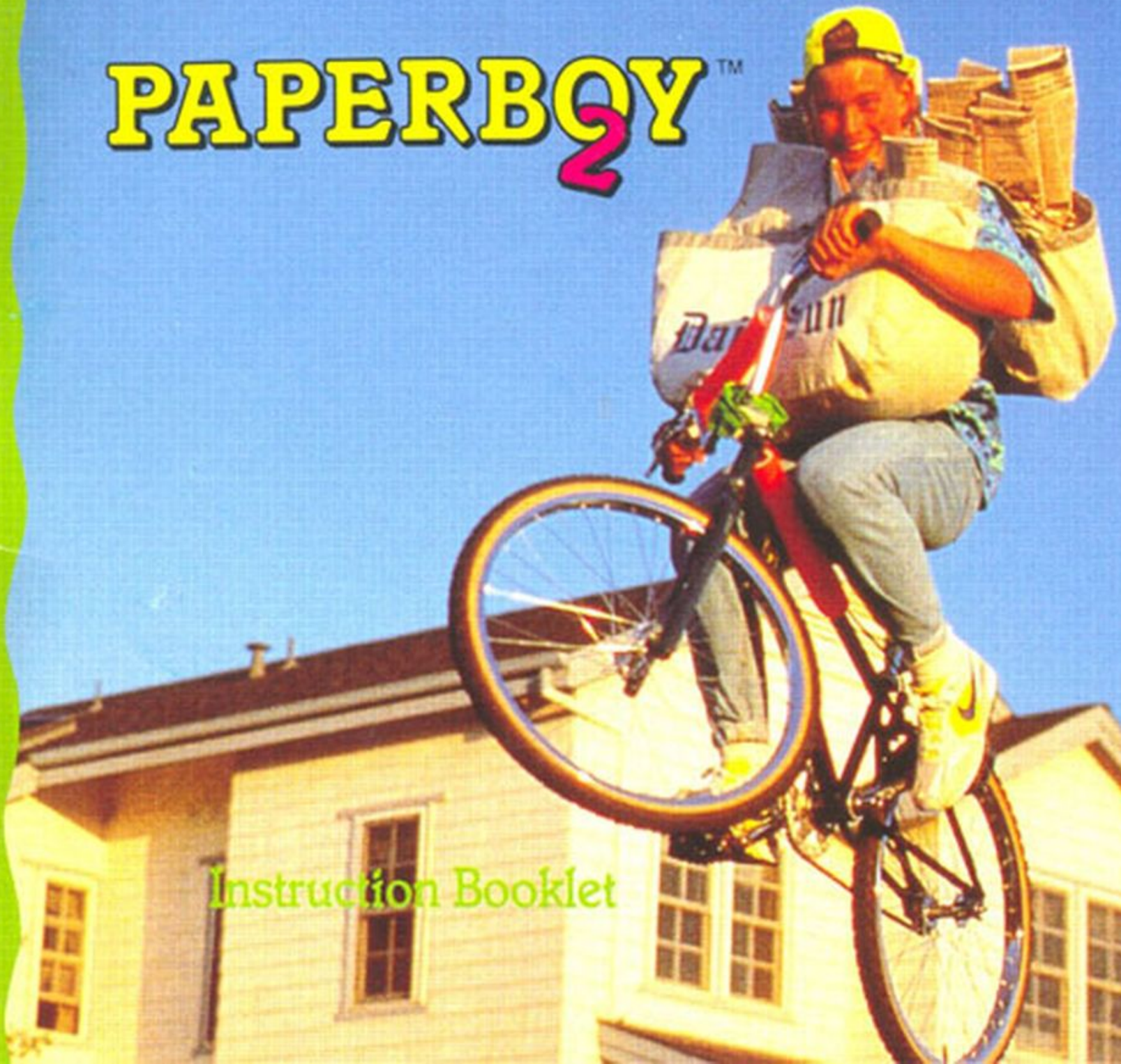
NES-Y7-USA

PAPERBOY 2™



MINDSCAPE

Instruction Booklet

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

PAPERBOY® 2
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MADE IN JAPAN.

Warning: Do not use with front or rear projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on it. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, Nintendo of America Inc. will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Caution

Insert or remove the game pak from your NES only when the power is off. Inserting or removing the pak while the power is on can cause permanent damage to the pak.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in

accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV interference Problems – This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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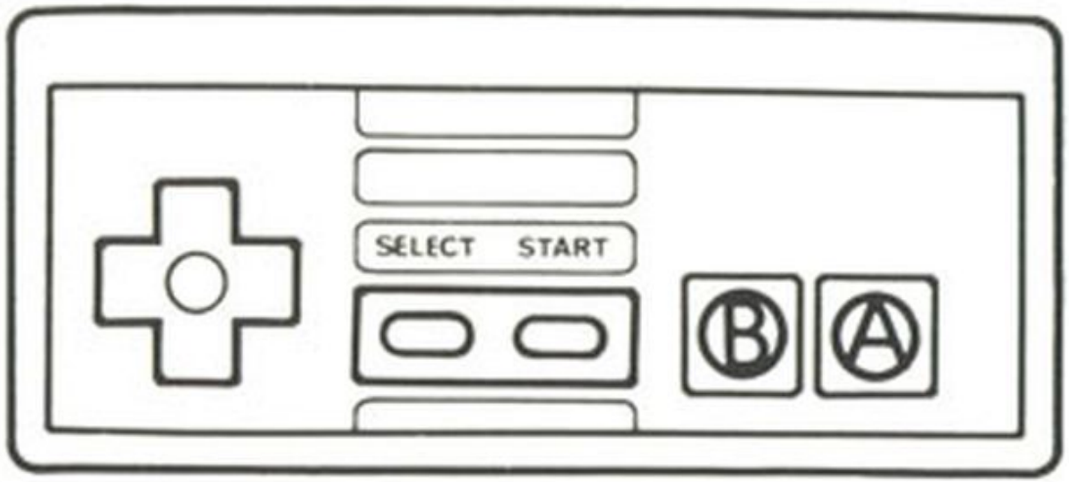
Game Controls



Control Pad: Moves the *Paperboy* or *Papergirl* as shown:

↑	Speed up the bike.	**Start**	Start the game, pause, and continue.
↓	Slow down the bike.	A	Throw papers right.
→	Move the bike right.	B	Throw papers left.
←	Move the bike left.		

Starting the Game

To start the game:

1. Put *Paperboy 2* in the Nintendo Entertainment System.
2. Turn **on** the Nintendo Entertainment System.
3. At the title screen, press **Start**.
4. Press ↑ ↓ to select the following options:

   Route Press → ← to enter the assigned Route number.

   Paperboy The action figure is a boy.

   Papergirl The action figure is a girl.

   Note: For two players, the software automatically lets each player select one of the above options.
5. Press **Start** to begin the game.

Two Player Option

In the two player option, Player 1 takes the first turn until he (or she) gets to the bonus round or loses all his (or her) lives, then Player 2 tries. The first player to reach the bonus round obstacle course waits there for the other player. When the other player arrives, both players appear on the screen and complete the bonus round together. Note that both players always play in the same day of the week.

Playing the Game

It's early morning and the birds are singing. That familiar "TWAP!" means one thing—**look out the *Paperboy* is back!** *Paperboy 2* is a daredevil stunt rider with a new look—boy or girl! The neighborhood has changed too! There are mansions, haunted houses, and kids' club houses. There are also more obstacles, such as gargoyles, ghosts, and sewer monsters. Luckily, *Paperboy 2* has improved steering ability and can deliver to both sides of the street. Nonetheless, *Paperboy 2* still needs help to survive the hazards of the suburban jungle!

When the game begins, a screen shows all the houses with subscribers' houses in *white*. Score, lives remaining, and papers appear in the upper left corner of the screen. Score points by getting *Paperboy 2* to deliver papers to subscribers' houses—those with paperboxes in front. Make sure they get their papers or they'll drop their subscriptions! Get points when *Paperboy 2* does good deeds, such as stopping burglars or runaway baby strollers. Collect bonus points in many ways, including breaking non-subscribers' windows and watering the sunbather.

At the end of each day, beware! The boss reviews *Paperboy 2's* performance. If *Paperboy 2* did well, he (or she) gets to wake up bright and early the next morning and make the rounds again. If she (or he) didn't make the grade, it may be time to look for a new job!

Levels

The game has three "weeks" of seven days each (Monday through Sunday). Each week has 20 houses: 10 subscribers and 10 non-subscribers. If *Paperboy 2* misses a subscriber's house, then that house becomes a non-subscriber. If *Paperboy 2* delivers to all of the subscribers, he (or she) can regain a former subscriber. This is called a *Perfect Delivery.* A perfect delivery earns resubscribers up to a maximum of 10. After that, a perfect delivery earns a free life. After successfully completing a week, *Paperboy* earns a promotion to a new route.

In addition, there is a bonus round *training course* at the end of each day. The training course grows longer each week. If *Paperboy 2* crashes in the bonus round, he (or she) doesn't lose a life.

Scoring

The score indicator appears in the upper left hand corner for Player 1 and in the upper right hand corner for Player 2. Line 1 shows the number of papers and lives remaining. Line 2 shows the game score. Line 3 is the breakage bonus that is added to the score while time remains in the bonus round. Score points by hitting objects with newspapers.

Note: The bonus score is decreased in the bonus round as time is used up to complete the course.

Breakage Bonus

Players score breakage bonus points as shown by hitting objects such as non-subscribers' windows with newspapers. The breakage bonus is added to the score during the training course.

The Daily Report

After the training course, the *Daily Report* screen appears. If *Paperboy* missed any subscribers' houses (or broke their windows!), those houses change color, meaning they cancelled their subscriptions, the next time through. If *Paperboy* made all deliveries, she (or he) keeps existing subscribers and gains additional subscribers (to a maximum of 10). When *Paperboy* gets through an entire week of daring deliveries, she (or he) makes the headlines of ***The Daily Sun*** and earns a promotion! Along with the promotion, the next **Route number** appears. Enter this Route number on the *Options* screen, and *Paperboy* begins the next game on that route.

Limited Warranty

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Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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